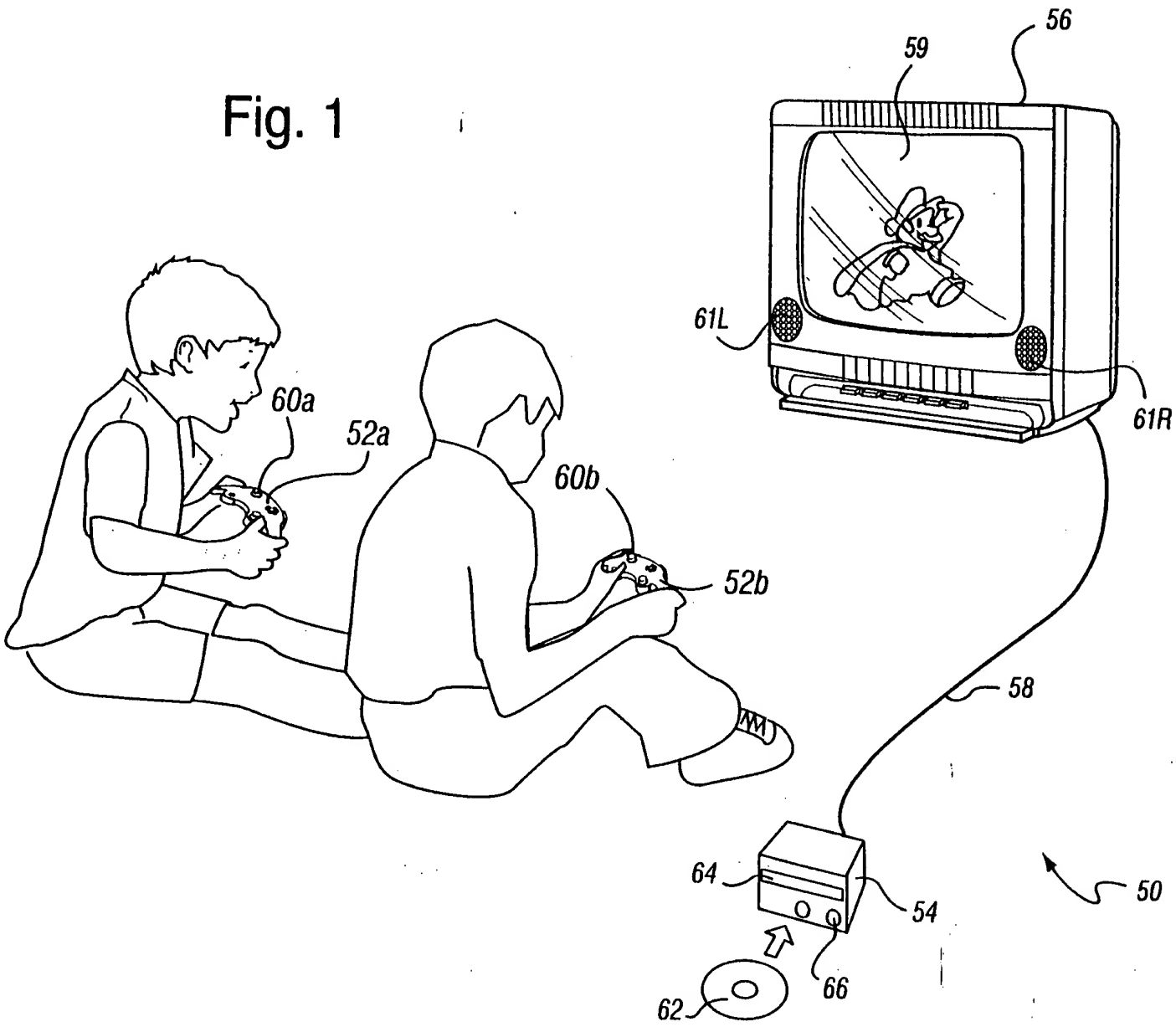
Fig. 1



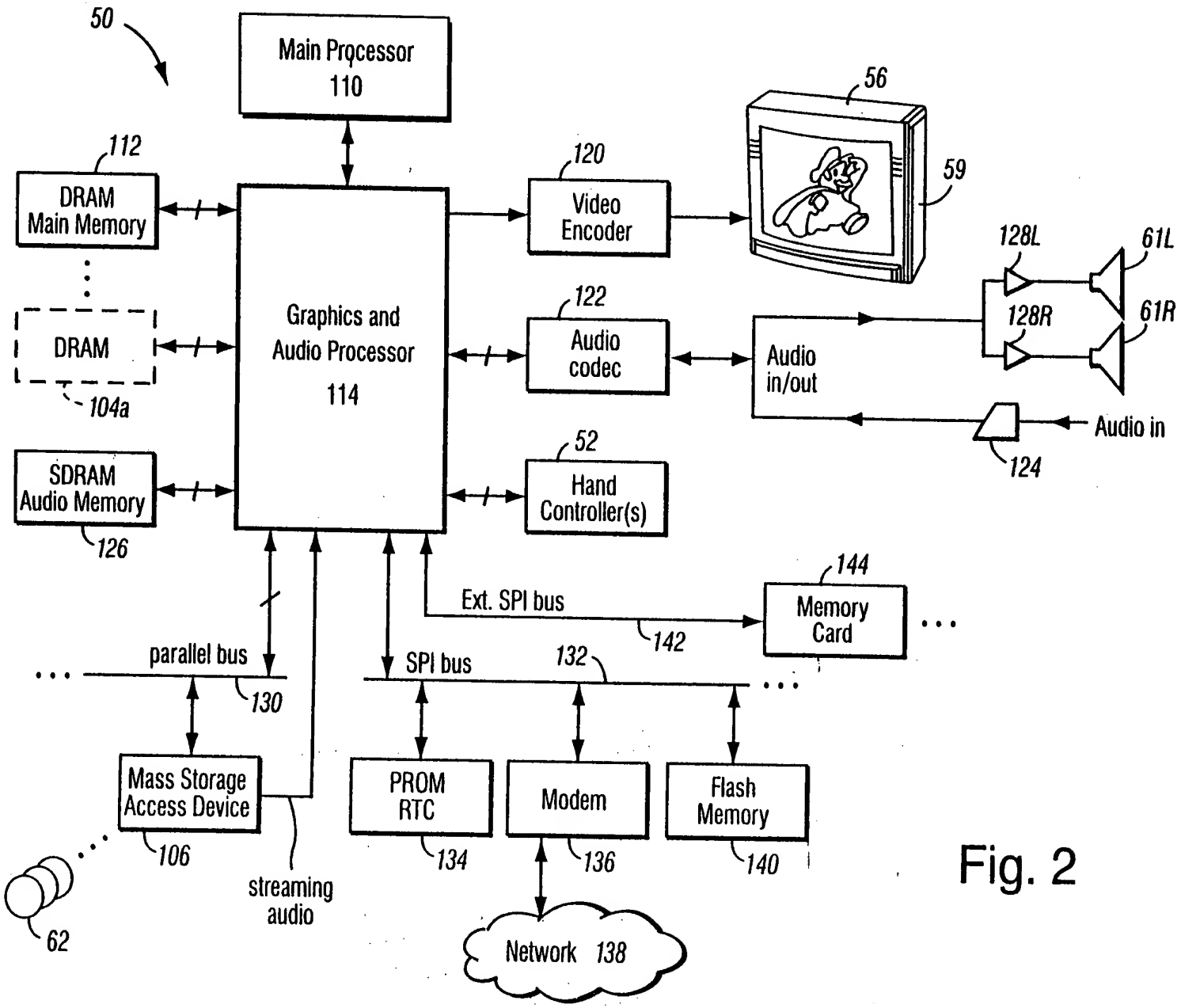
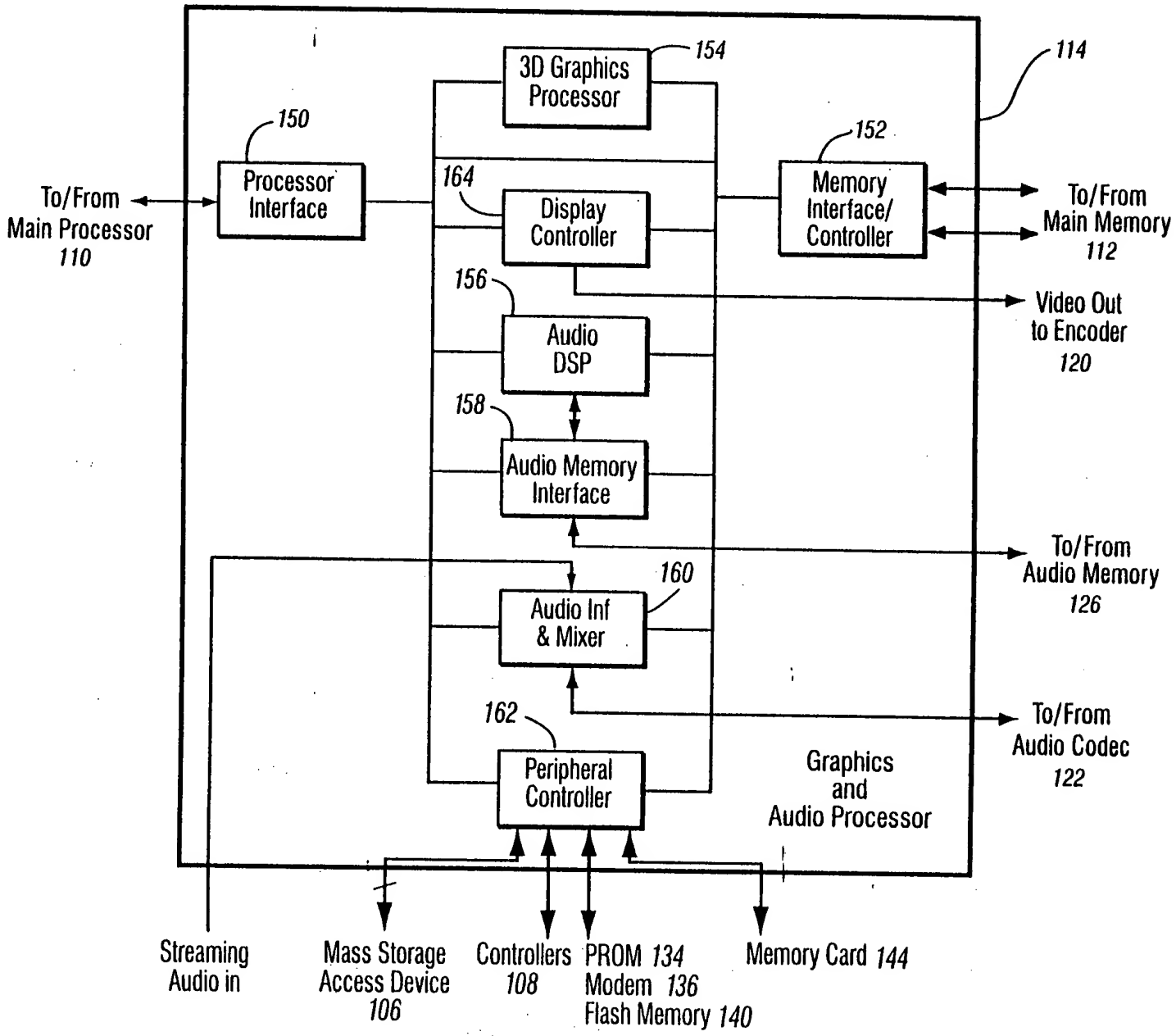


Fig. 2

Fig. 3



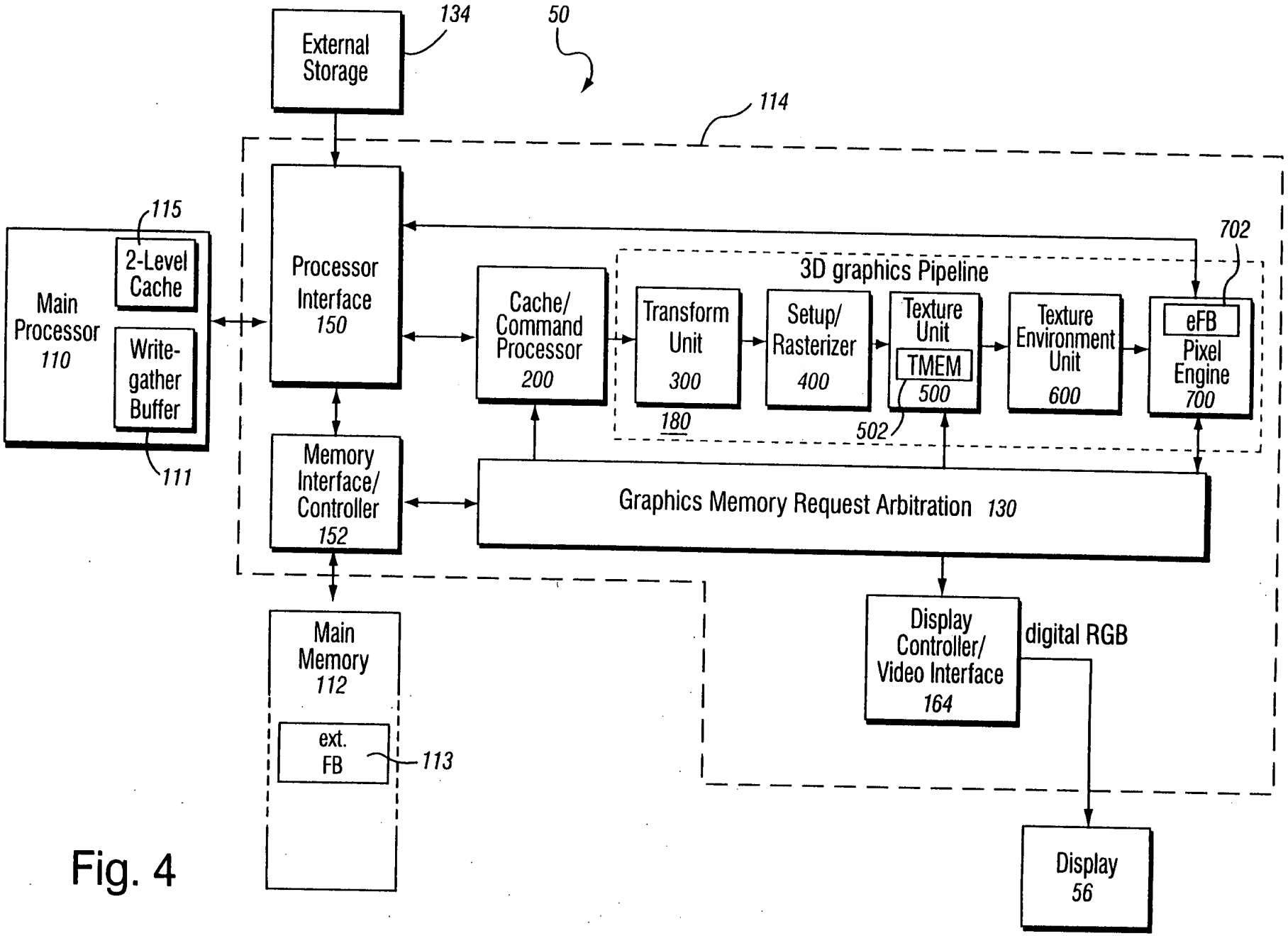


Fig. 4

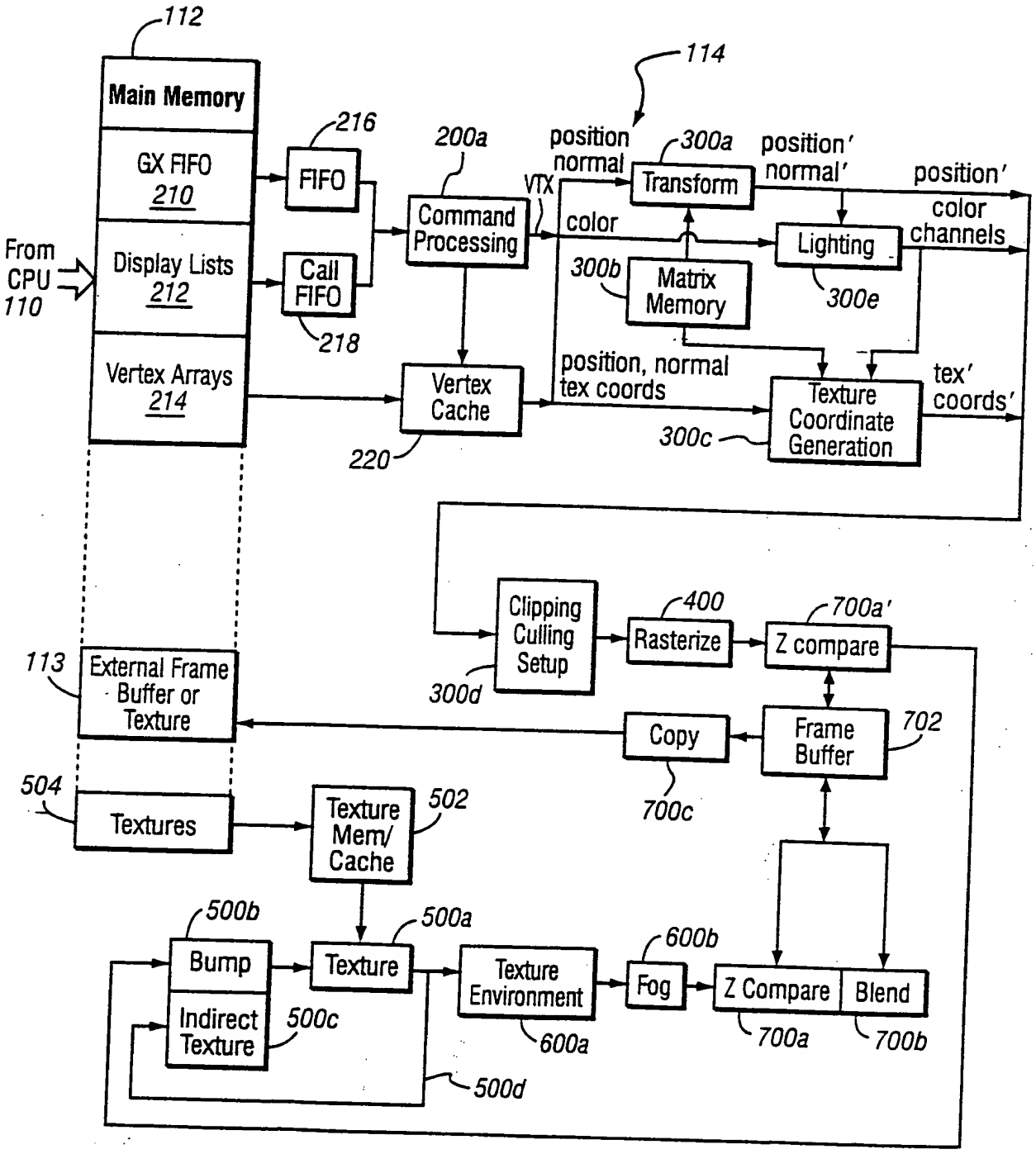


Fig. 5 EXAMPLE GRAPHICS PROCESSOR FLOW

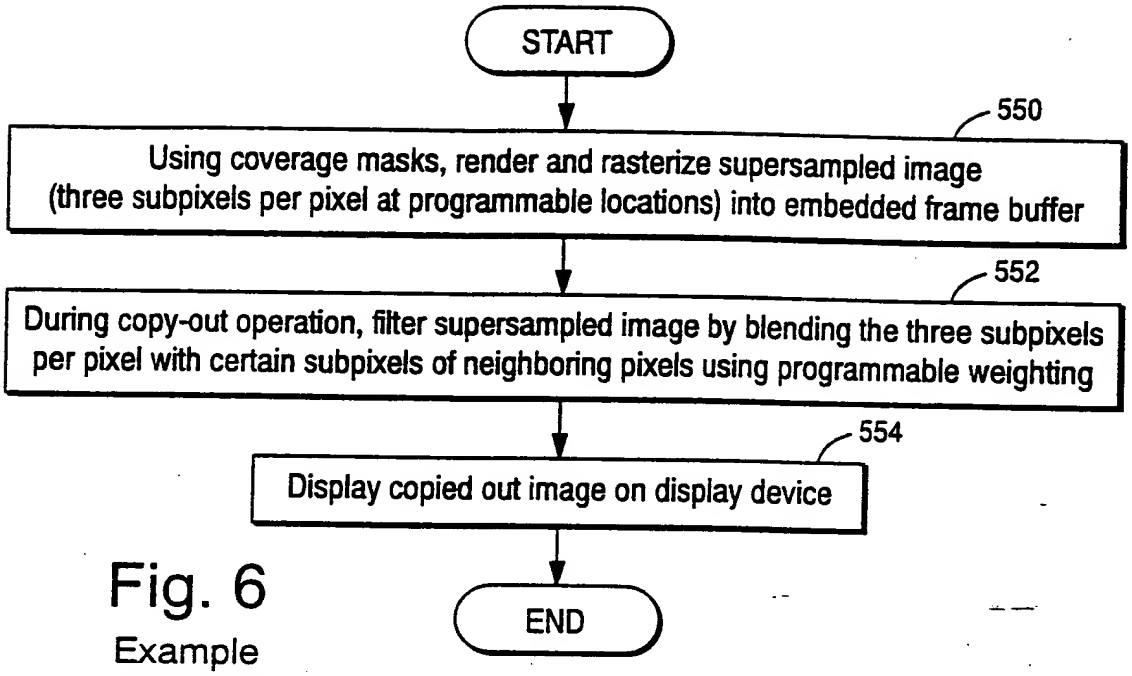


Fig. 6
Example anti-aliasing process

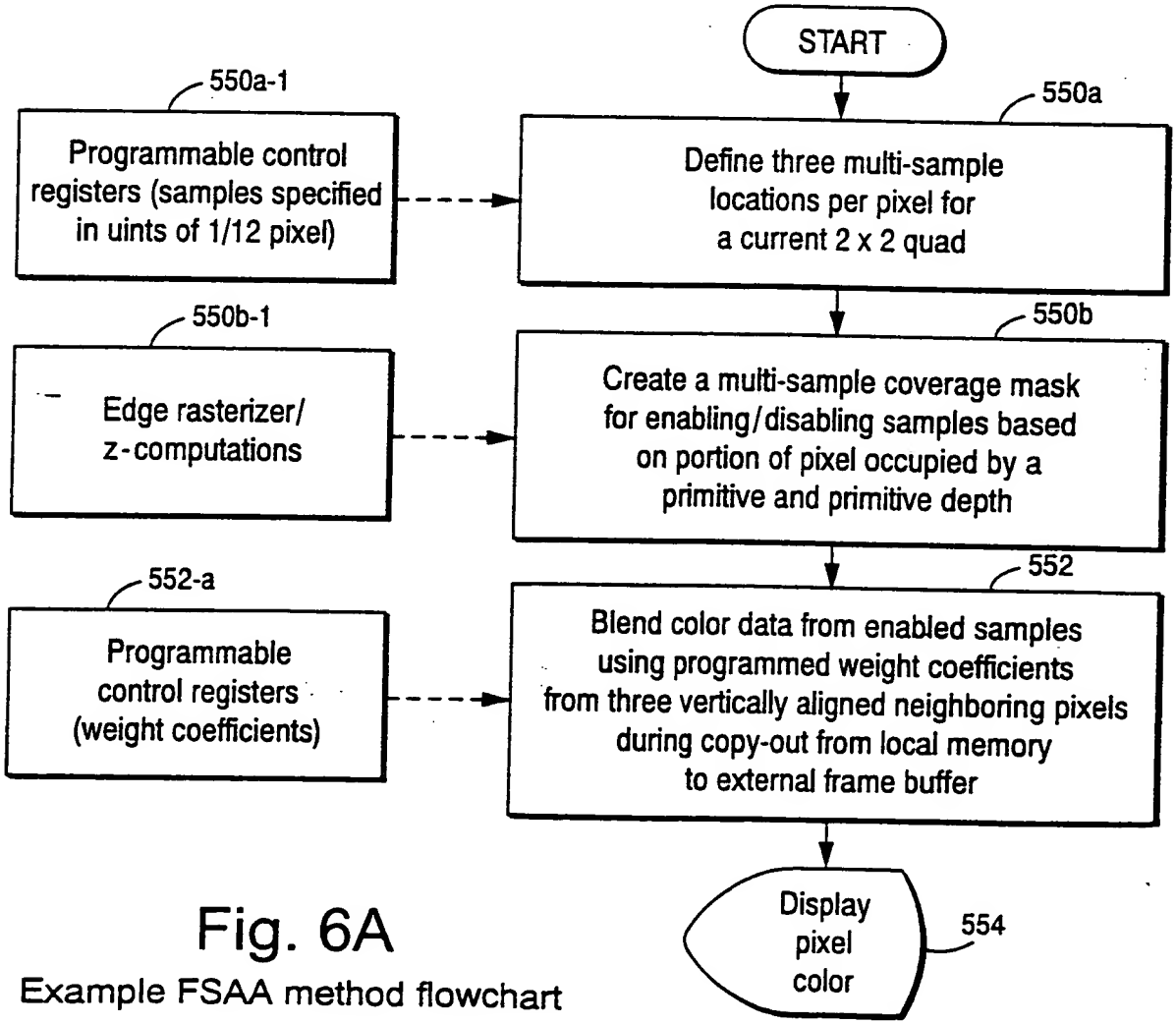


Fig. 6A
Example FSAA method flowchart

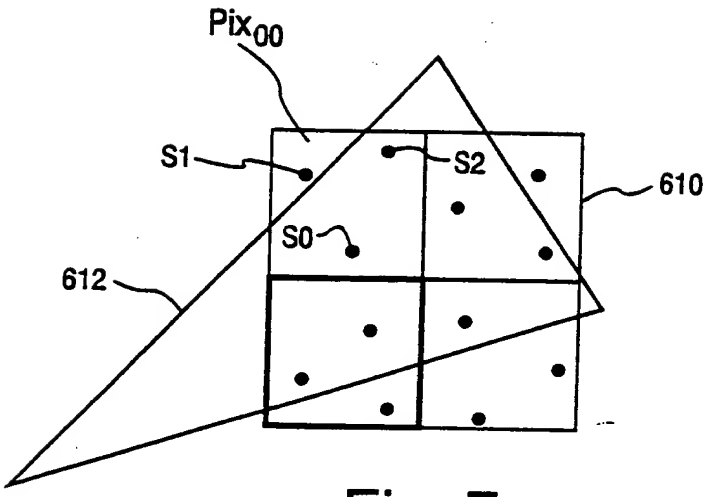


Fig. 7
(Primitive and super-sampled piexel quad)

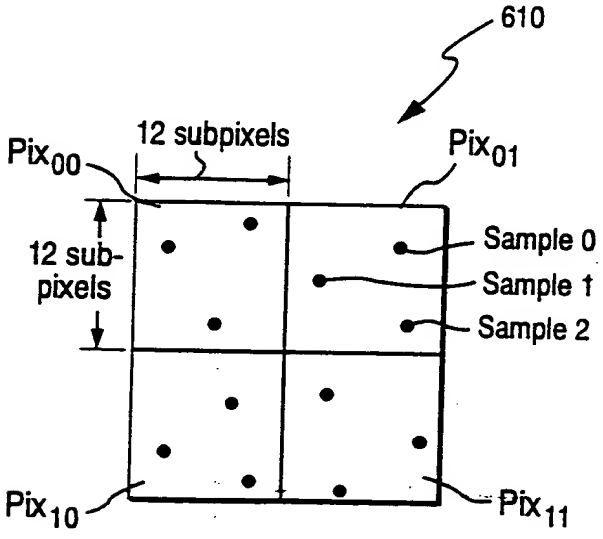


Fig. 8
(Sampling pattern)

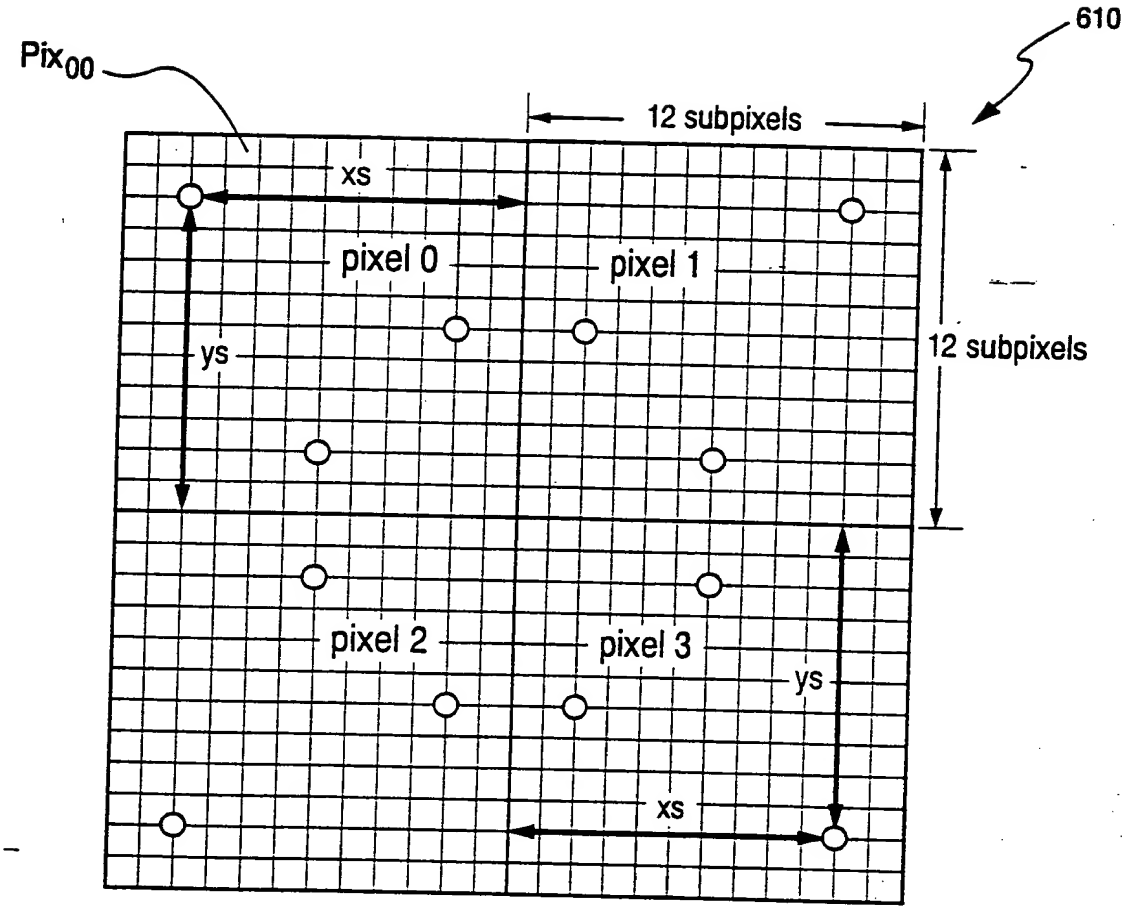


Fig. 9 (Super-sample locations in units of 1/12 pixel)

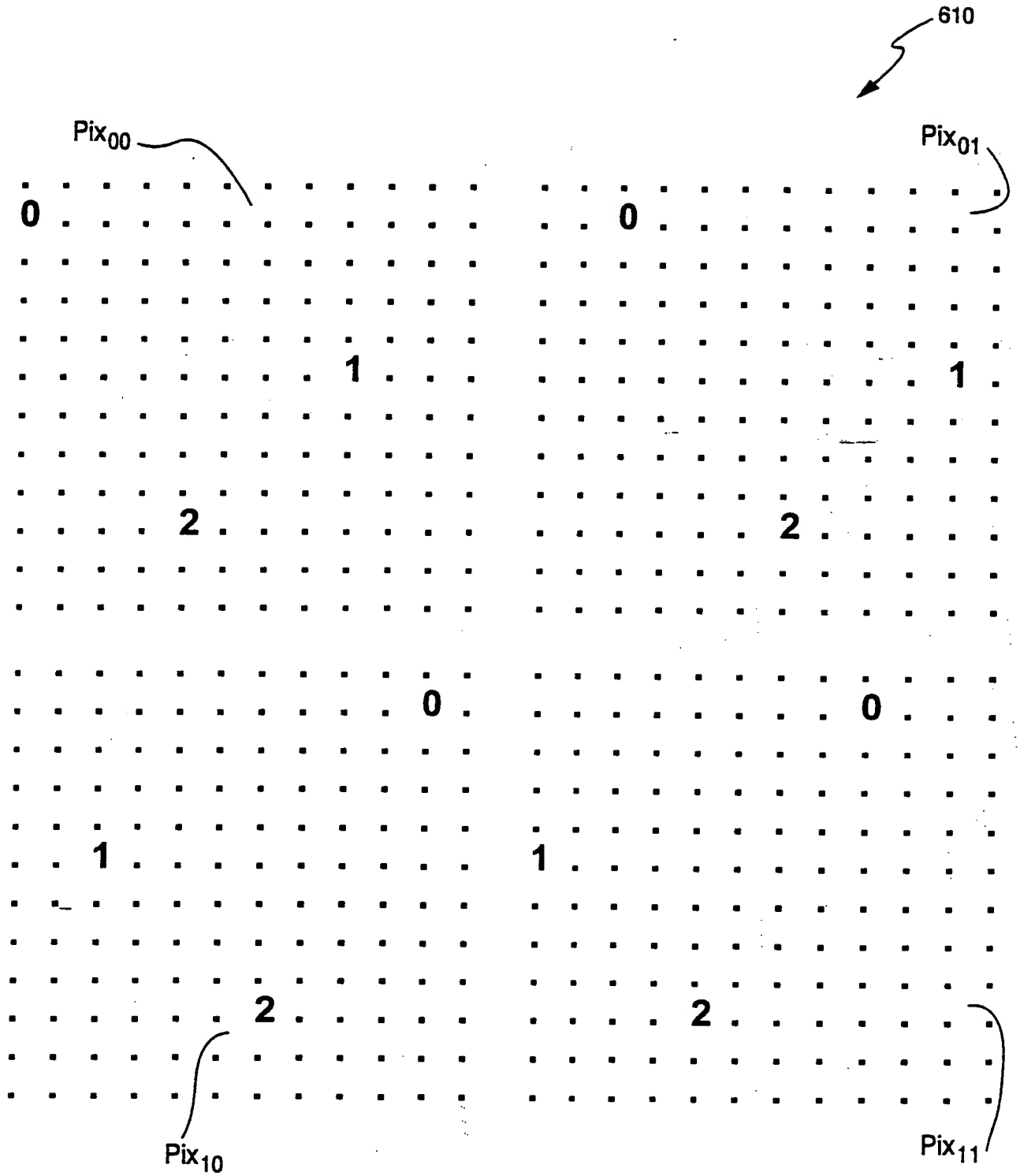


Fig. 10 (Preferred sampling pattern)

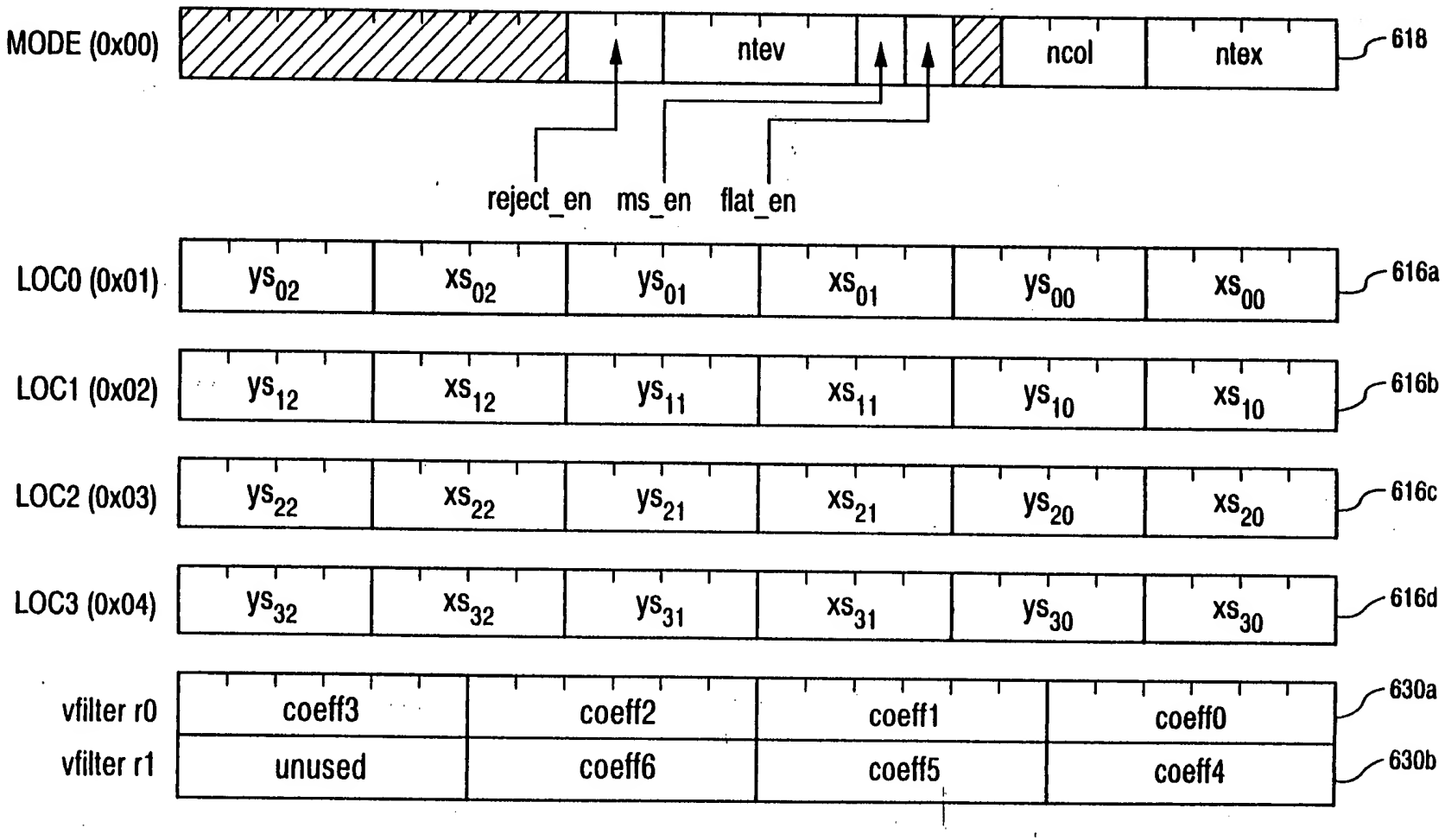


Fig. 11 (Programmable control registers for setting sample locations & filter coefficients)

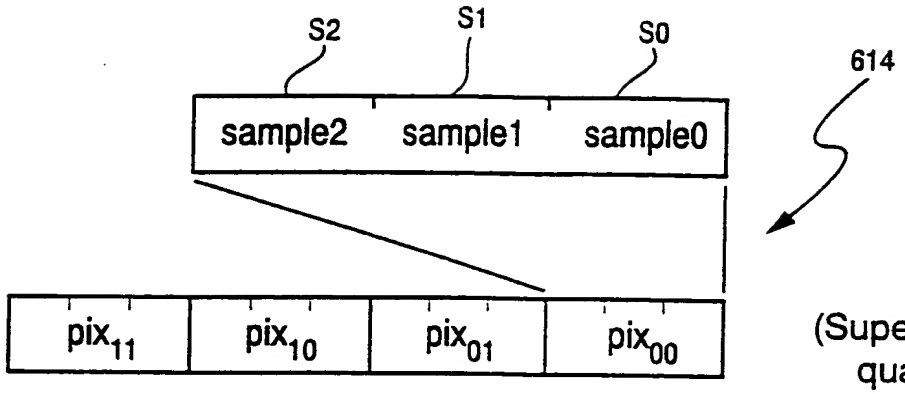


Fig. 12
(Super-sampling for current quad-coverage mask)

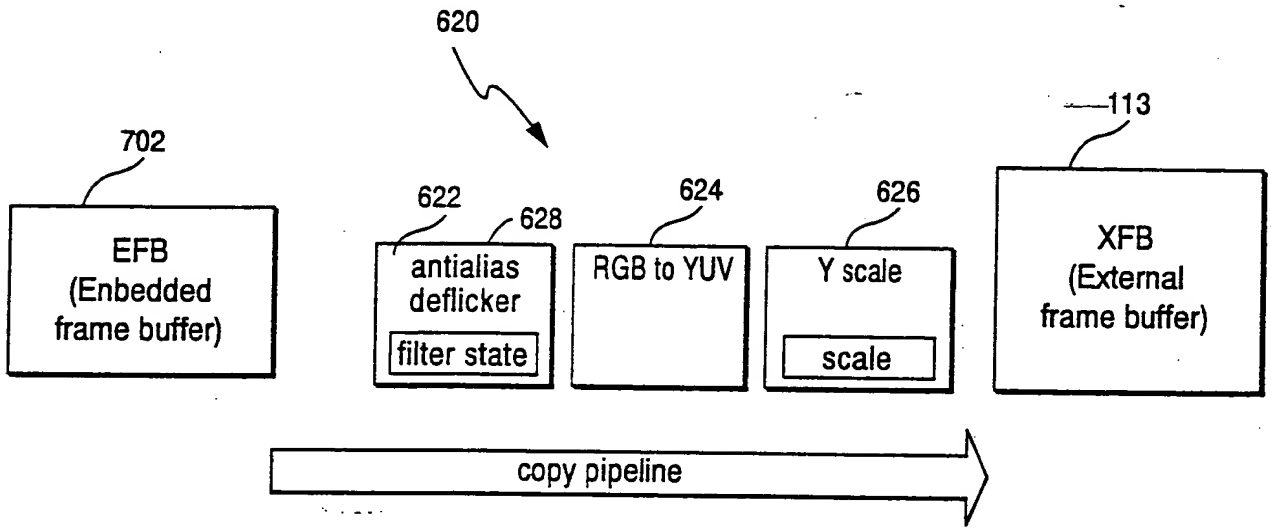


Fig. 13 (Copy-out pipeline)

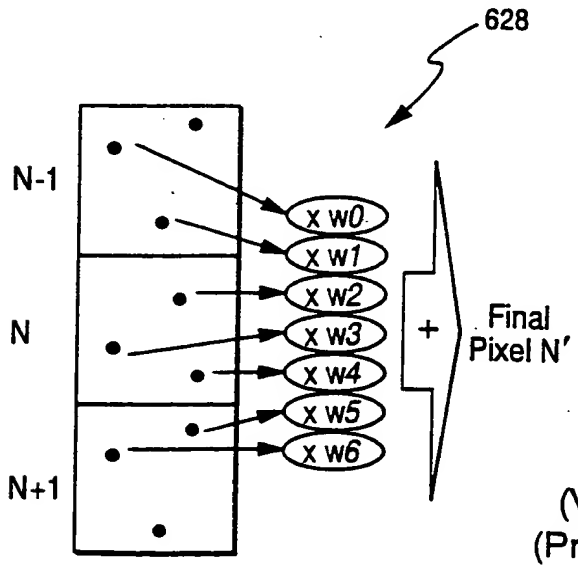


Fig. 14
(Vertical Filter Blending)
(Programmable 7-tap filter)

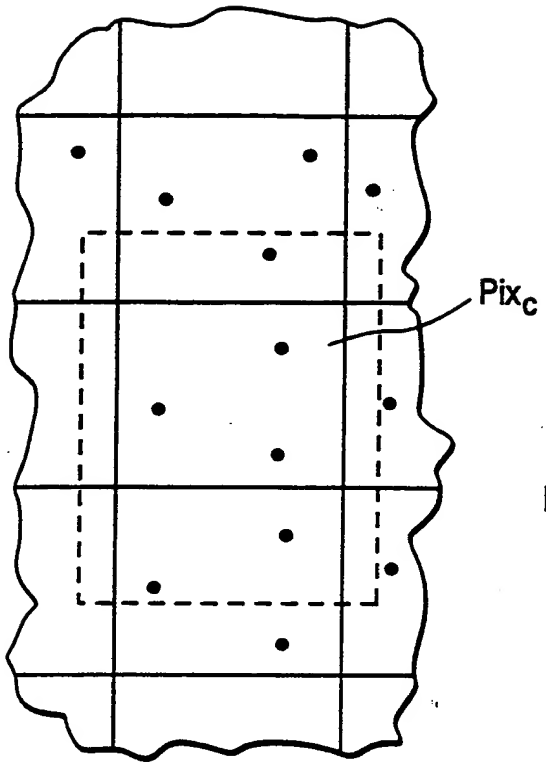


Fig. 15
Example vertical filter aperture

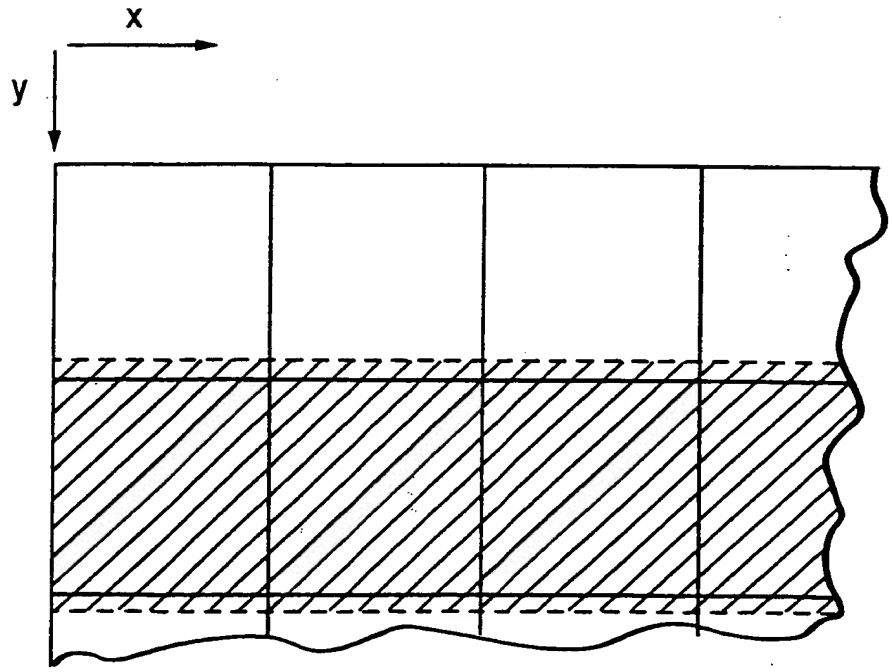
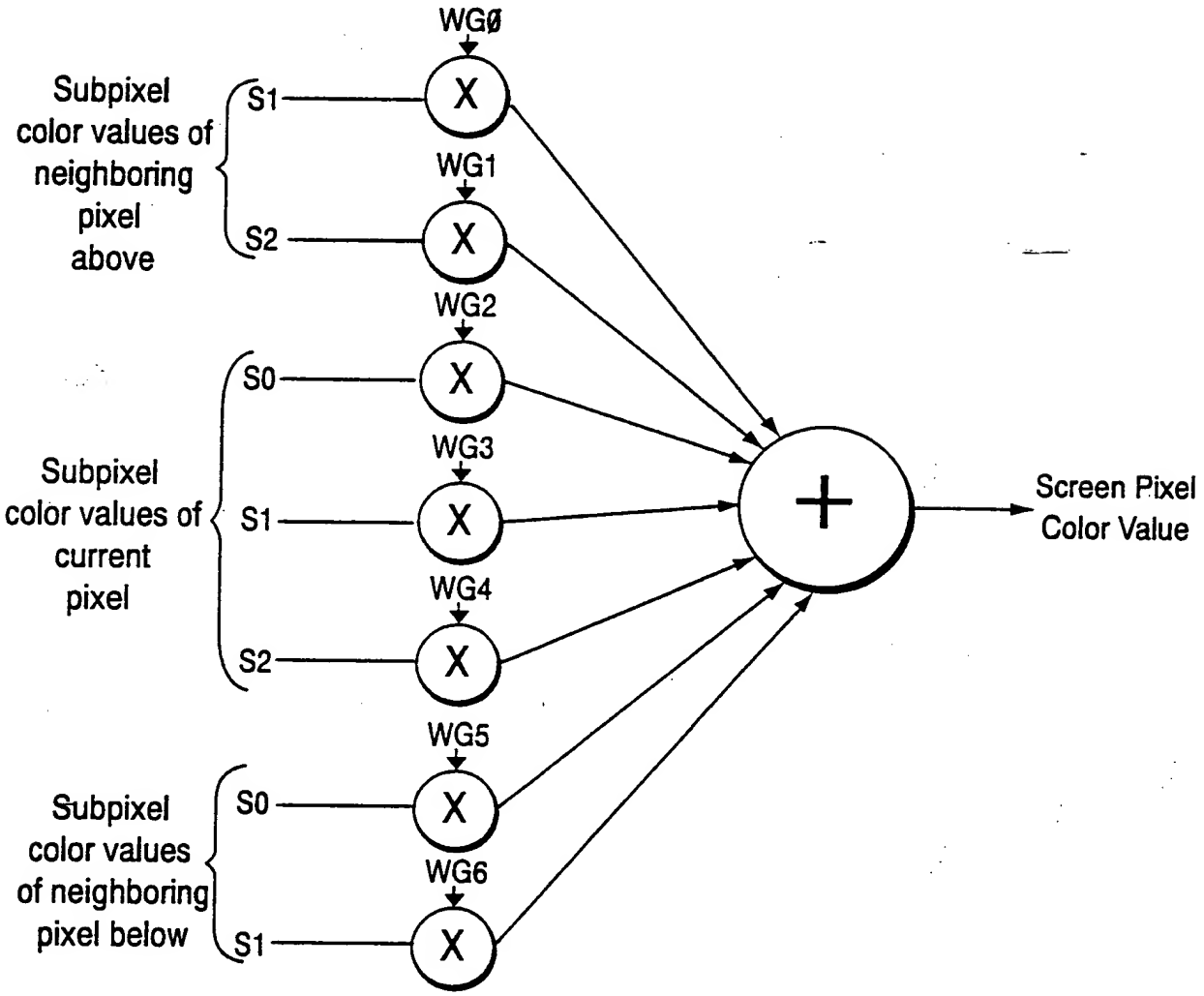


Fig. 17
Example AA copy out buffering

Fig. 16
(Example Vertical Filter Structure)



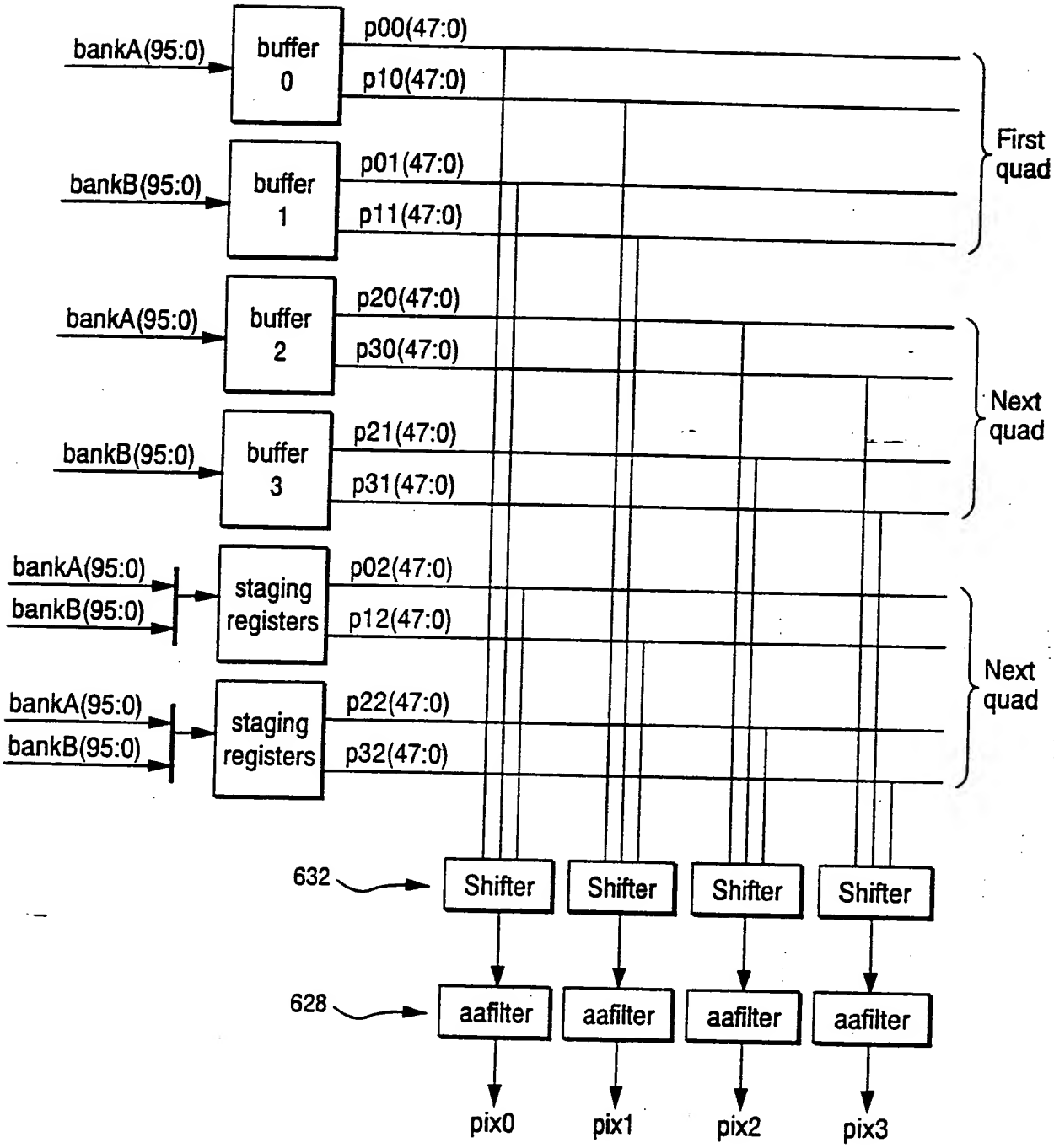


Fig. 18
(AA buffering)

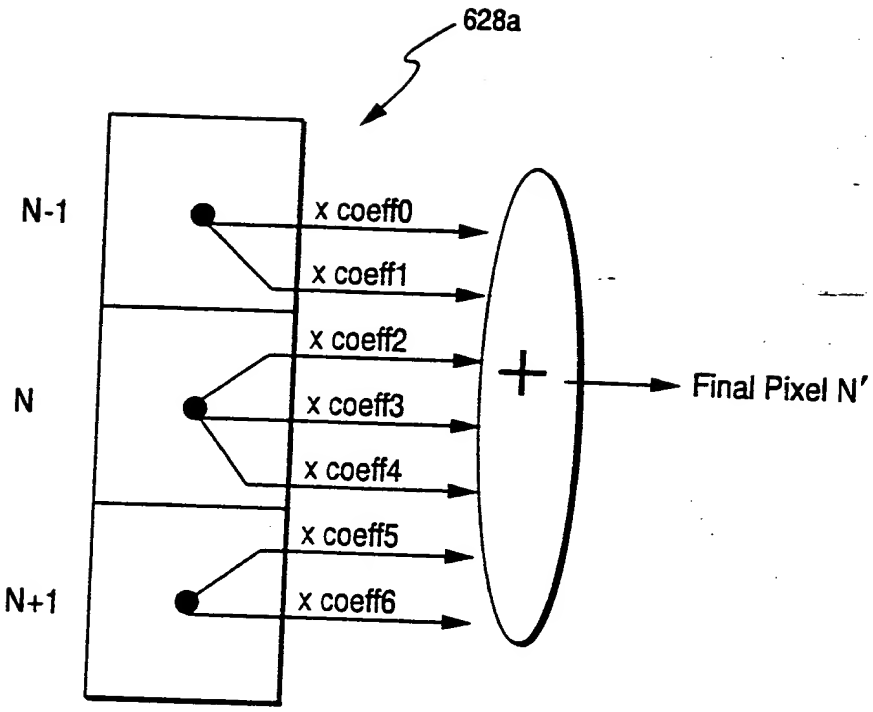


Fig. 19

Example de-flickering filter

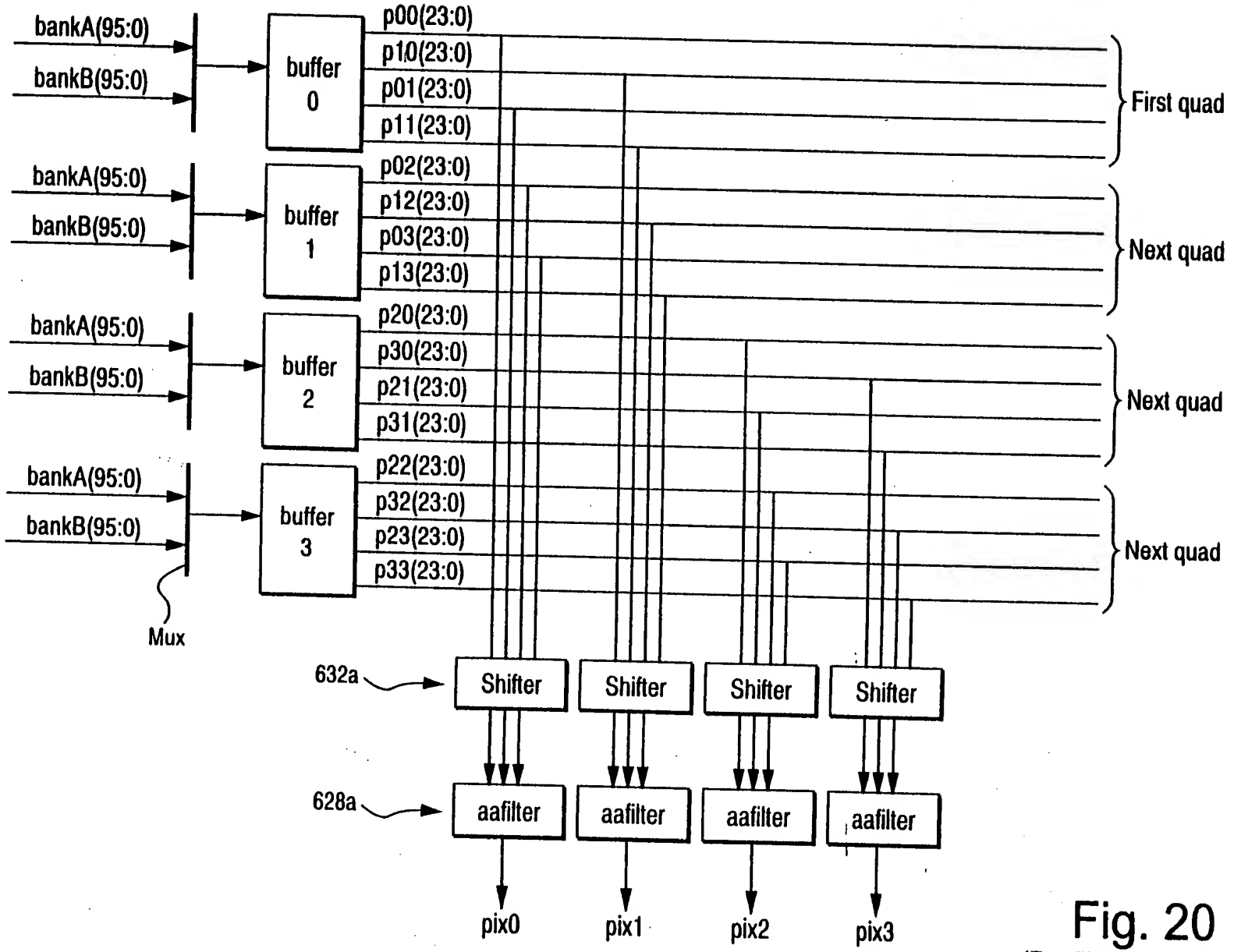


Fig. 20
(De-flicker buffering)

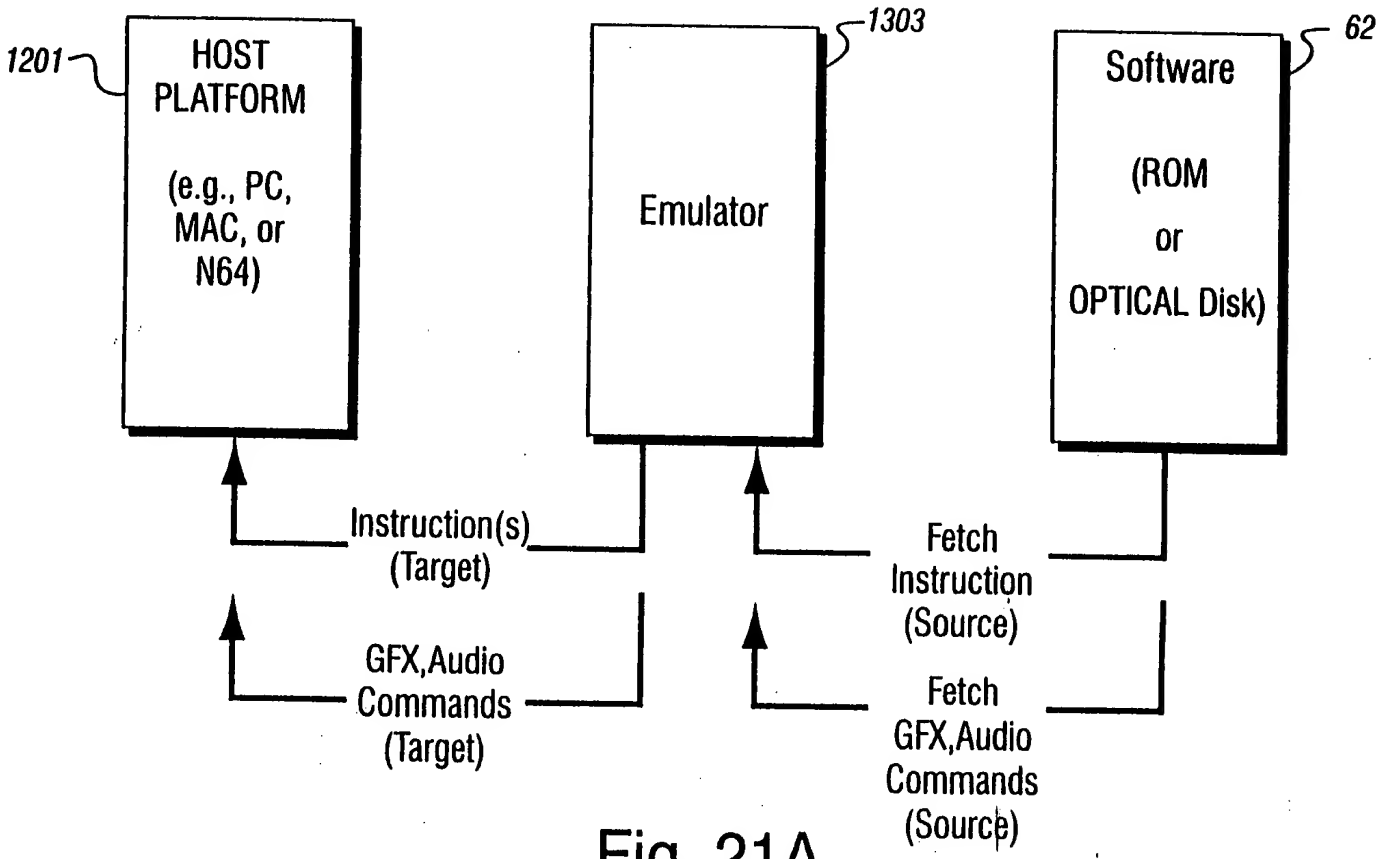


Fig. 21A

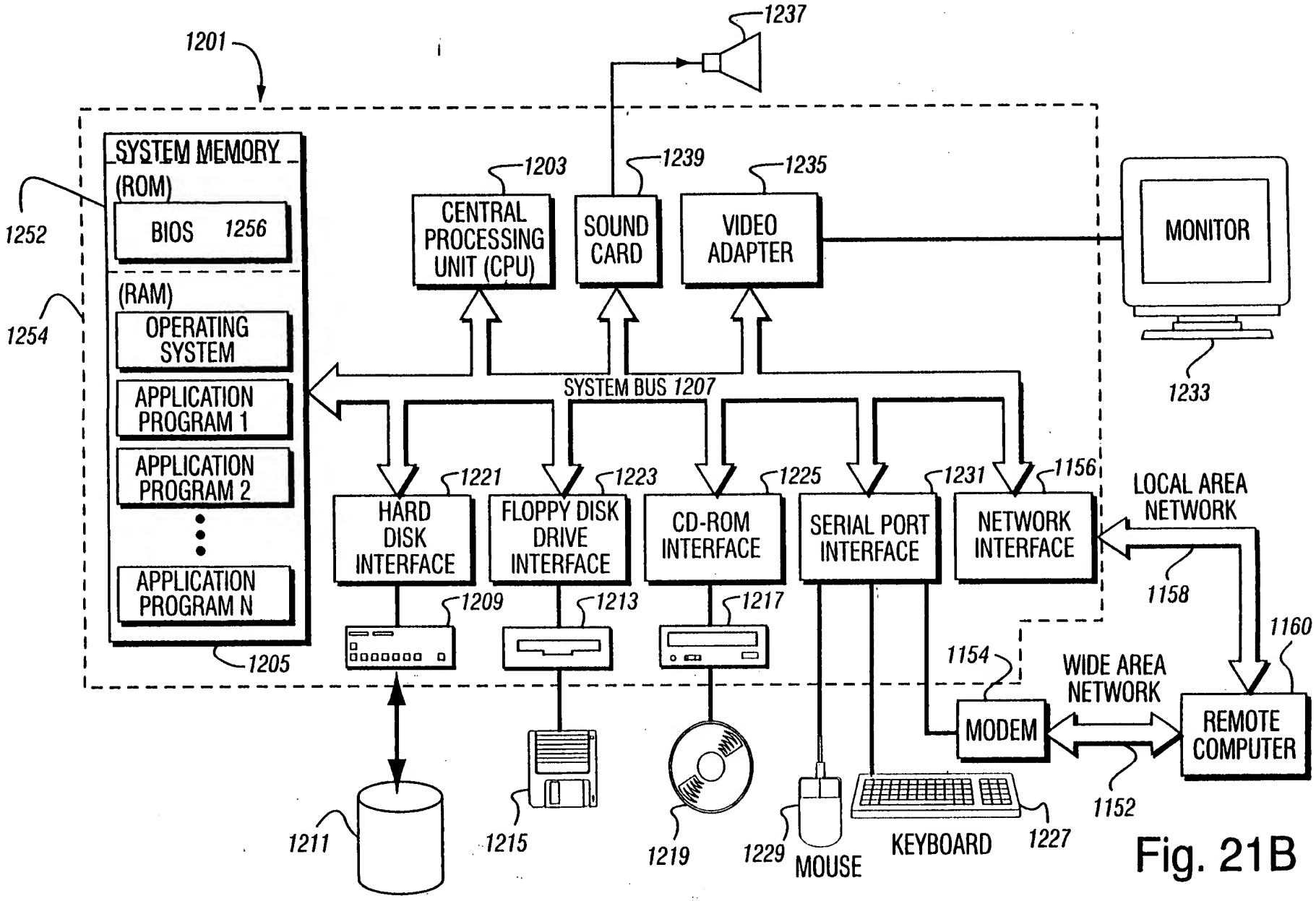


Fig. 21B